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Dark Forces™... more Star Wars excitement for the PlayStation



First-person, ground combat. Call on 10 weapons to fight twenty types of enemies.



Climb catwalks, look and shoot up and down, jump off ledges, wade through garbage.



Fully interactive environments - morphing walls and floors, moving platforms and conveyors; realistic lighting and atmospheric effects.



Explore the virtual Star Wars universe up close and personal.



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NTSC U/C

PlayStation™

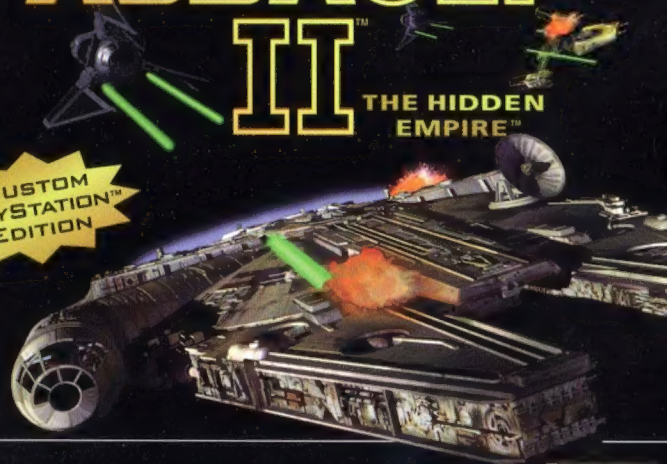
KIDS TO ADULTS



SLUS-00381 SLUS-00386
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STAR WARS™ REBEL ASSAULT II™ THE HIDDEN EMPIRE™

CUSTOM
PLAYSTATION™
EDITION



HOW TO CONTACT US

LucasArts has set up a variety of services to provide you with information regarding our latest games, hint & gameplay assistance, and technical support.

HINT LINE

U. S.

If you need a hint, you may call our automated Hint Line. This service costs .95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have your parent's permission to call. The number is 1-900-740-JEDI (1-900-740-5334). The option to speak with a live Hint Operator is also available from this number.

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There are a variety of ways to get in contact with LucasArts on-line.

LucasArts Web Site
(www.lucasarts.com)

You can reach us through the Technical Support section of the LucasArts Web Site (www.lucasarts.com) by clicking on "In Your House Technical Support" which is listed on the bottom of each of the Technical Support areas.

CompuServe

You can send e-mail to ID# 75300,454 or post a message in the LucasArts section of the Game Publishers Forum A. To get there GO GAMAPUB

America Online

You can reach the LucasArts area by going to keyword 'LucasArts' or send e-mail to LUCASARTS3

Internet E-Mail

You can reach us through the internet by sending E-mail to one of the following addresses: 75300.454@compuserve.com LucasArts3@AOL.com

Technical Support BBS (File Source Only)

The LucasArts BBS is for file downloads only. Technical Support messages will not be answered here. 1-(415) 507-0400

TECHNICAL SUPPORT PHONE NUMBER

This number is for Technical assistance only. Hints will not be given out over the Technical Support line.

You can reach our Technical Support department by calling 1-(415) 507-4545. We are available to help you Monday-Thursday from 8:30 AM-5:30 PM and on Friday from 8:30 AM-4:30 PM (Pacific Standard Time).

TECHNICAL SUPPORT FAX

For your convenience, we also offer the option of faxing us with your Technical questions at 1-(415) 507-0300.

TECHNICAL SUPPORT MAILING ADDRESS

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REBEL ASSAULT II PlayStation Guide

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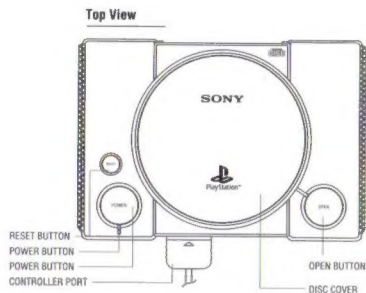
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

STARTING UP

Darth Vader means business. It's time to get started, Rookie One...

1. Set up your PlayStation console according to the instructions in its Instruction Manual. Insert a memory card if you want to save your games and high scores.
2. Insert the Rebel Assault II™ DISC I and close the door. Note: Make sure the PlayStation console's power is off before inserting or removing a compact disc. When prompted to switch discs, you do not turn the power off. Open the disc cover on the console, switch to the appropriate Rebel Assault II disc and close the cover. The disc will boot automatically once the disc cover is closed.
3. Plug in one game controller and turn the PlayStation console ON. The opening story will begin, and then the title screen MAIN MENU will appear.
4. Press the Start button on the game controller at any time during the opening to reach the title screen MAIN MENU.



TITLE SCREEN

From the Title Screen, you may select Start or Options. Use the up and down Directional buttons to highlight an option and press the **X** button to select it. To get back to the title screen MAIN MENU at any point during gameplay, choose ABORT when in the PAUSE screen.

SELECT CHAPTER SCREEN

Upon selecting Start from the Title Screen, the Select Chapter Screen will appear. From this screen, you can select the chapter you would like to play, if available. The Select Chapter screen allows you to play where you left off from the previous game (if you have a memory card) or to replay a completed chapter. If you are playing for the first time, only Chapter 1 will be available. To play Chapter 2, you must first qualify for it by completing Chapter 1. Passcodes appear on the PAUSE and GAME OVER screens to allow access to the last chapter completed as well as all previous chapters completed. There is a different set of passcodes for each difficulty level. Use the up and down Directional buttons to highlight a level and press the **X** button to select it.



OPTIONS SCREEN

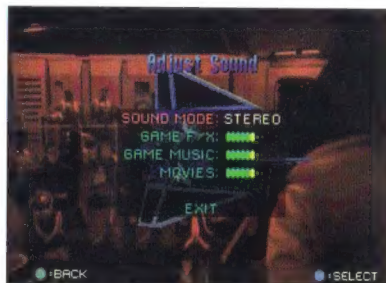
Learn every vantage point, Rookie One...

Press the Direction button up or down to select an option. Press **X** to confirm your choice. Select EXIT to return to the Title Screen/Game Start Screen.



ON ANY OPTION SUBMENU: Press the Direction buttons left or right to change the setting. Press **X** to confirm your choice. Press **▲** to go back one menu and select EXIT to return to the Options screen.

ENTER PASSCODE Use the **■**, **●**, **X**, and **▲** keys to enter the passcode for the chapter you wish to access, then press START or select EXIT. If your passcode is accepted, the chapters associated with it will be available.



SOUND ADJUSTMENT This selection allows you to adjust the volume settings of the game.

DIFFICULTY SETTINGS This selection allows you to adjust the difficulty setting of the game between EASY, MEDIUM and HARD.

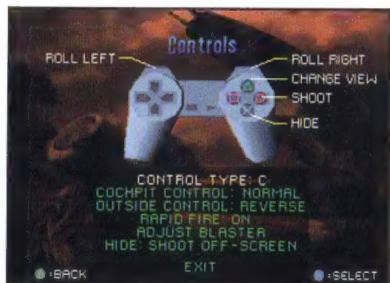
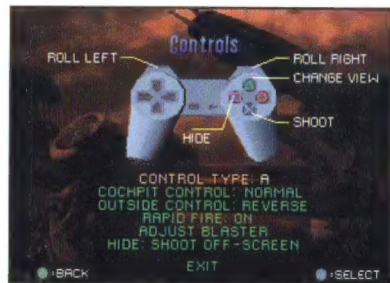
MEMORY CARD If you are playing with a memory card, you can select this option to turn auto save on/off, save a game or load a game.

HIGH SCORES This selection allows you to view the high scores of the Top Pilots. Note: High scores are saved only if you have a memory card.



CONTROLS This selection allows you to choose between 3 pre-determined control settings for the Sony PlayStation gamepad.

RESET SETTINGS This selection resets all **OPTIONS** to their default parameters.



MEMORY CARD

If you have a Memory card, the option to save occurs on the PAUSE screen or the GAME OVER screen. You may also save **OPTIONS MENU** settings. Saving occurs automatically with **AUTO SAVE** set to **ON**. If you play without a memory card, you won't be able to save game data, but you will have the ability to use passcodes to access levels. Do not remove or insert a memory card during a save or load operation.

When the game is over, the system will retain all completed level information, so you can access any level you just completed. If you reset the system, you will lose the data, unless you saved it to a memory card.

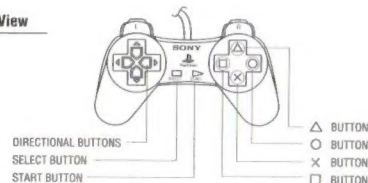


GAME CONTROLS

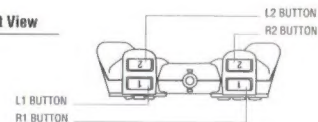
Maneuver quickly and carefully, Rookie One...

Controls for the gameplay are as follows:

Top View



Front View





FLIGHT SEQUENCES

(Chapters 1,3,4,5,6,7,8,9,10,13,14, and 15)

D -PAD—Controls direction of cursor for laser firing and/or maneuvering ship through level.

▲ BUTTON—(or **Select** button)—toggles ship view (cockpit view/ outside ship view) Levels 1,5,8, and 14 only.

*** BUTTON**—fire lasers.

● BUTTON—not used.

■ BUTTON—not used.

L1 BUTTON—rotate ship counter-clock-wise (hit twice quickly to do barrel roll).

R1 BUTTON—rotate ship clock-wise (hit twice quickly to do barrel roll).

L2 BUTTON—not used.

R2 BUTTON—not used.

START BUTTON—pauses gameplay.

RESET GAME—To reset the game at any point during gameplay, hold **SELECT** down, then, while holding it down, press **START**.



GROUND COMBAT SEQUENCES

(Chapters 2, 11, and 12)

In chapter 2, stage 3; use the left and right Directional buttons, or the shoulder buttons on the game controller to choose which side of the screen to appear.

D -PAD Controls direction of cursor for blaster firing.

▲ BUTTON—not used.

*** BUTTON**—fires blasters.

● BUTTON—hide.

■ BUTTON—hide.

L1 BUTTON—not used.

R1 BUTTON—not used.

L2 BUTTON—not used.

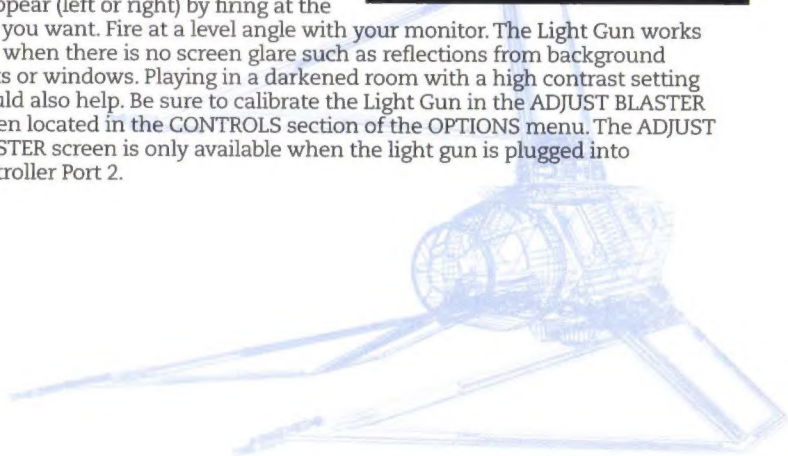
R2 BUTTON—not used.

SELECT BUTTON—not used.

START BUTTON—pauses gameplay.

LIGHT GUN

Rebel Assault II supports a Light Gun in the Ground Combat Sequences. To activate, plug the Light Gun into Controller Port 2. Use the trigger to fire. To take cover, shoot off-screen or use the gun button. The gun button is activated by going to the **CONTROLS** section of the **OPTIONS** MENU (under **ADJUST BLASTER**). On level 2, stage 3 (last stage) you can choose which side to appear (left or right) by firing at the side you want. Fire at a level angle with your monitor. The Light Gun works best when there is no screen glare such as reflections from background lights or windows. Playing in a darkened room with a high contrast setting should also help. Be sure to calibrate the Light Gun in the **ADJUST BLASTER** screen located in the **CONTROLS** section of the **OPTIONS** menu. The **ADJUST BLASTER** screen is only available when the light gun is plugged into Controller Port 2.



NOTE: * ▲ ● and ■ will vary depending on the control type (A,B or C) you choose.

CREDITS

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Visual Design/Lead Artist
Richard Green

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Howard Swain as Imperial Officer
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Craig Lewis as Admiral Krane
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Zachary Barton as Commander Jenn
Marc Bauman as Cargo Captain
Chopper Bernet as
Commander Kirby
Nicole Galland as Ina Rece
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Marc Bauman & Carl Magruder as
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Admiral Ackbar as Himself

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Kathy McGinley
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Nick Jameson & Colin Michael
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Larry The O

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Peter McConnell

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*Performed by the London Symphony
Orchestra*
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Soundtrack Anthology
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Voice Editor
Khris Brown

Assistant Voice Editors
Coya Elliott
Julian Kwasneski

Voice Production Assistance
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Production Coordinator
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Sony PlayStation Lead Tester

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Dave Harris

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Additional Programming

Holger Schmidt

Thomas Engel

Graphics

Mario Wagner

Andreas Escher

Real-time 3D-models

Tobias Richter

Sound Design

Rudolf Stember

Produced by

Julian Eggebrecht

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